VISIT…

THE TEMPLE OF REDCLIFF

A Short Adventure for Four 10th-Level Player Characters

CREDITS

Design: Eric Cagle
Editing: Penny Williams
Typesetting: Nancy Walker
Cartography: Rob Lazzaretti
Web Production: Julia Martin
Web Development: Mark A. Jindra
Graphic Design: Sean Glenn, Cynthia Fliege

Based on the original DUNGEONS & DRAGONS® game by E. Gary Gygax and Dave Arneson and on the new edition of the DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, and Peter Adkison.

D&D, DUNGEONS & DRAGONS, and DUNGEON MASTER are registered trademarks owned by Wizards of the Coast, Inc. The d20 logo is a trademark owned by Wizards of the Coast, Inc. All Wizards characters, character names, and the distinctive likenesses thereof are trademarks owned by Wizards of the Coast, Inc.

This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc.

©2003 Wizards of the Coast, Inc. All rights reserved.
Made in the U.S.A.

This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.
This Wizards of the Coast game product contains no Open Game Content.
No portion of this work may be reproduced in any form without written permission.
To learn more about the Open Gaming License and the d20 System License, please visit www.wizards.com/d20.

The Temple of Redcliff is a short D&D adventure for four 10th-level characters. Consult the Scaling the Adventure sidebar for ways to modify the scenario for higher or lower levels of play.

This scenario can be incorporated into any style of campaign. Since the adventure takes place in an abandoned temple and includes undead creatures, any party that chooses to undertake the mission should include a cleric.

PREPARATION

You (the DM) need the D&D core rulebooks, including the *Player's Handbook*, the DUNGEON MASTER'S *Guide*, and the *Monster Manual*. This adventure also uses monsters from *Monster Manual II*, but all statistics for such creatures have been provided.

You can place this adventure in any area of your campaign world that features mountainous terrain and an extinct volcano. Adapt the material given here as you see fit to make it work with your campaign world.

To get started, print out this module (including the map). *The Temple of Redcliff* uses a modified version of the "Temple of the Sunless Dawn" map from the Map-a-Week web column on the D&D website. The original "Temple of the Sunless Dawn" map can be found at

http://www.wizards.com/dnd/images/mapofweek/Temple_72.jpg

ADVENTURE BACKGROUND

In the foothills of an impressive mountain range lives a large clan of yak folk. In their secluded realm, these strange and evil creatures have created a small empire in which life is idyllic for them but oppressive for the many creatures that serve them.

The population of this "hidden city" has grown so rapidly that the yak folk have recently decided to expand their territory. To that end, they selected one of their number, a cleric/sorcerer named Voorix, to go forth, scout out the surrounding lands, and identify a promising area for invasion. Gathering up some old maps from a former invasion attempt, Voorix set out to see what had changed in the region around the yak folk settlement.

After several weeks of scouting, Voorix settled on a hamlet called Redcliff, which was nestled in the foothills beside an extinct volcano, as the best option. So ideal was the location of this community that the yak folk had tried to invade here once before, but had been repulsed. In the caldera of the volcano was an abandoned temple of Heironeous—the site of the battle that had turned the tide against the yak folk before. The locals had come to avoid the place because of rumors that it was haunted and cursed. Voorix thought the arrangement perfect and established a base of operations inside the temple.

But the rumors were true—the temple was home to several angry spirits, and an unusual effect maintained illusions depicting the horrific aftermath of that long-

ago battle. Wisely deciding not to undertake a full cleanup operation on his own, Voorix simply sealed off a portion of the temple for his own use and built himself a laboratory there. After ensuring his privacy by using his magic to make the place seem even more forbidding, he set to work observing the area.

After a few months, Voorix concluded that the region was ripe for takeover and moved into the next phase of his mission—close-in observation. Sneaking into Redcliff, he entered the house of the town's mayor—a seasoned, feisty, and wizened warrior named Andalor—and merged with the old human's body. Thus disguised, Voorix took the mayor's place, intending to learn as much about Redcliff and the surrounding settlements as he could over the course of a few weeks. But Andalor's son and daughter, as well as several other prominent citizens, quickly became suspicious of the "mayor's" out-of-character behavior. When Voorix heard people in the tavern debating whether to get a wizard or cleric from the next town to find out what was wrong with the mayor, the yak folk realized that his disguise was severely compromised. Thus, he decided to retreat to the temple and hide until he could find a new body to inhabit.

ADVENTURE SYNOPSIS

The adventurers arrive in Redcliff the morning after Voorix's departure. The mayor's disappearance is the topic of discussion everywhere in town.

A short time spent in conversation with the townsfolk reveals that Andalor has been acting strangely of late, and that last night two young men saw him sneaking out of town in the dead of night, heading for the caldera of the volcano.

Andalor's son and daughter, both merchants in town, are anxious about their father. They hire the PCs to find him and to discover what strange malady ails him.

The PCs must enter the temple and make their way past the shadows that dwell there to confront Voorix and his minions. If the characters prevail, they must rescue Andalor (if he is still alive), determine what really happened, and clear the mayor's name in town.

ADVENTURE HOOKS

As DM, you know best how to involve your players and their characters in an adventure. You can use the following adventure hooks to spur your imagination, modifying them as necessary to make them appropriate for the characters' interests.

- Rumors have reached the clergy of Heironeous in another city that the abandoned temple is once again showing signs of life. A temple elder has asked the PCs to investigate.
- The PCs are acquainted with Andalor and have made their way to Redcliff to meet with him.

BEGINNING THE ADVENTURE

The Temple of Redcliff consists of one or more encounters in town and a temple exploration.

A. A MORNING IN REDCLIFF

The characters arrive on the morning after Voorix's flight and find the townsfolk worried about his absence and what it might portend. Read or paraphrase the following aloud when the PCs arrive in Redcliff.

> Silhouetted against the backdrop of an immense, truncated mountain is the tiny hamlet known as Redcliff. From a distance, it looks positively sleepy in the morning light.
>
> As you draw closer, though, it's evident that all is not as it should be here. People stand in clumps in the street, talking and glancing about furtively. The word "mayor" is audible now and then in the conversations. Conversations stop as you pass by, and the people regard you with smiles that are polite but just short of friendly.

Andalor's recent actions combined with his sudden disappearance have made the townsfolk somewhat nervous. Some immediately associate the presence of strangers in town with the mayor's odd behavior, so the PCs often hear whispers behind them as they pass by. Nonetheless, the characters are treated cordially enough to their faces, and anyone who directly requests an explanation of the townspeople's attitude receives an honest one, with no check required. Otherwise, a successful Gather Information check (DC 10) provides the information that the mayor has disappeared.

Any characters asking questions about the mayor are provided with the following pieces of information in response to specific inquiries (no check required).

- The mayor's name is Andalor. He's an ex-adventurer, somewhat advanced in years, and very much beloved

by the townsfolk. He has a limp—the result of an adventuring injury long ago.

- For the past few days, he's been acting strangely, ordering the townsfolk around as though they were slaves, and acting as if he was too good to talk to his neighbors. Such behavior is quite out of character for Andalor, who has always been known for his good humor and camaraderie with the townsfolk.
- His daughter Vera runs the bakery on the corner, and his son Marnor owns the inn. They were the first to notice something odd about his behavior. Now they're worried sick and talking about trying to hire some adventurers to find him.
- Sometime in the middle of the night, Andalor disappeared. Two young men who were just leaving the tavern claim to have seen a figure that limped just like he did making its way up the mountainside in the moonlight.
- The only thing of interest up there is an abandoned temple of Heironeous, just inside the caldera. But no one would go there; it's haunted and cursed!
- Strange lights have been seen around the abandoned temple recently, and herdsmen and hunters have been scared away by mysterious figures. The place has been haunted for decades, but these events are new. They must have something to do with the mayor's disappearance.

If the PCs seek out the young men who witnessed Voorix's departure, the two confirm the information above—they saw a man who walked like the mayor making his way up the mountainside.

♛ **Redcliff (Hamlet):** Conventional; LG; 100-gp limit; Assets 2,500 gp; Population 500 (79% human, 9% halfling, 5% elf, 3% dwarf, 2% gnome, 1% half-elf, 1% half-orc).

Information About the Temple

A successful Gather Information check at the appropriate DC made while asking appropriate questions of the townsfolk reveals the following information about the temple.

Gather Information DC	Information Obtained
10	The temple was a former shrine and fortress of Heironeous. It hasn't been inhabited for decades.
15	The temple was attacked long ago by an oddly mixed army of humans, elves, and dwarves. They were repelled, but a strange curse befell the temple after the battle, and it was never used again. Only the priests knew the nature of the curse, and they said only that Heironeous was displeased with the place.
20	Andalor was once a member of the temple's priesthood, although he was loath to talk about what happened there during the battle.

C. VERA AND MARNOR

If the characters talk to the mayor's children, either can confirm all the information that the characters received from the townsfolk and freely supply any details about the temple that the PCs have not already gained. They can also provide the following information if asked.

- Their father's behavior suddenly seemed to change about a week ago. Gone was the jovial fellow who had a friendly hello for everyone in town. The new Andalor ordered everyone around and expected to be waited on. And he snapped at everyone, particularly his children.
- Marnor said in the tavern just last night that he suspected his father was either ill or being controlled somehow. He was wondering aloud if he should send

SCALING THE ADVENTURE

The Temple of Redcliff is designed for four 10th-level PCs, but it can be modified to present an appropriate challenge for parties of different sizes or levels. The adventure can be scaled by raising or lowering the character levels of the primary antagonists, and also by adding or removing some of their subordinate creatures.

Consider adapting the adventure as follows.

Four 8th- and 9th-level PCs: Run the adventure as written, but with the following changes:

- Reduce the number of shadows in area 3 to seven.
- Reduce Voorix's cleric level by one, and halve the number of charges in his *staff of charming.*

Four 11th- and 12th-level PCs: Run the adventure as written, but with the following changes.

- Add a ghost to area 3 (use the sample ghost on page 213 of the *Monster Manual*).
- Give Voorix two more levels of cleric, or two levels of sorcerer. Replace his *staff of charming* with a *staff of fire,* and give him a *ring of protection +2* and three scrolls of *charm monster.*

to another city for a wizard or cleric who could find out magically what was wrong with his father.

Once convinced that the PCs are merely concerned strangers and not conspirators in the plot that has caused their father's disappearance (successful Diplomacy check required), Vera and Marnor ask the party to go up to the temple and look for their father. They can afford no more than 500 gp between them, but they are certain that some treasures worth finding still remain in the temple. Marnor is willing to guide the characters there but not venture inside.

THE ABANDONED TEMPLE

The temple was a former monastery and outpost dedicated to Heironeous. Its position inside the caldera of an extinct volcano offered impressive protection for the god's martial clerics. As a devotee of Hextor, Voorix has taken considerable delight in making the former temple of Heironeous his base of operations.

Many decades ago, a marauding army that appeared to be a bizarre mixture of humans, dwarves, and elves attacked Redcliff. (In truth, the army was a vanguard sent by the same settlement of yak folk that has now sent Voorix.) The citizens fled to the temple for protection, and the invaders followed. Most of the temple's defenders died, but not before repulsing the besieging army. To this day, the townsfolk do not know who or what was responsible for the attack.

On the morning after the survivors of the battle had buried their dead, they discovered that the grotesque images of the battle's aftermath had somehow attached themselves to the structure itself. Wherever they looked, the fallen bodies of their companions lay bleeding, just where they had fallen the day before. The bodies were not real, but nonetheless the clerics were unable to dispel the images. Taking this phenomenon as a sign from Heironeous that the temple should be closed, they abandoned it, leaving behind all the books, scrolls, altar services, and other temple paraphernalia. The illusionary corpses remain to this day (treat the effect as a *permanent image* [caster level 20th]). The true source of this phenomenon is for you as DM to decide. It might in fact be the curse of Heironeous on a temple whose defenders should have been more vigilant, or it might be the god's way of telling the people that they had best not forget the incident. It could even be an effect placed by one of the enemy spellcasters to destroy morale in the community.

Voorix has summoned a janni (see the command genie ability in Voorix's description) and commanded him to patrol the inside of the temple. Meanwhile, Voorix himself has taken refuge in the inner sanctum (area 8) and is trying to decide which resident of Redcliff he can merge with next so as to avoid suspicion.

STEALTHY PURSUIT

When the PCs enter the temple, the janni notices them immediately. He uses his *ethereal jaunt* ability to follow the intruders and telepathically relays reports on their activities to Voorix.

Should his *ethereal jaunt* ability expire before the PCs enter area 6, the janni settles for following them invisibly and on foot, trying to remain about 40 feet behind the party. Moving at full speed, his Move Silently modifier is only +3, so any character in the party's rearmost rank can attempt a Listen check (+1 to the DC for every 10 feet of distance between the janni and the listener) every minute to detect the janni's presence. Whenever the janni can keep up with the party while flying (probably possible only when the characters slow down or stop), he gets a +8 circumstance bonus on his Move Silently checks. If the characters hear him, the janni notices immediately and flies away, then returns after 5 minutes to resume stalking.

The janni attacks the moment the PCs enter the dining room and common area (area 6), or when spotted.

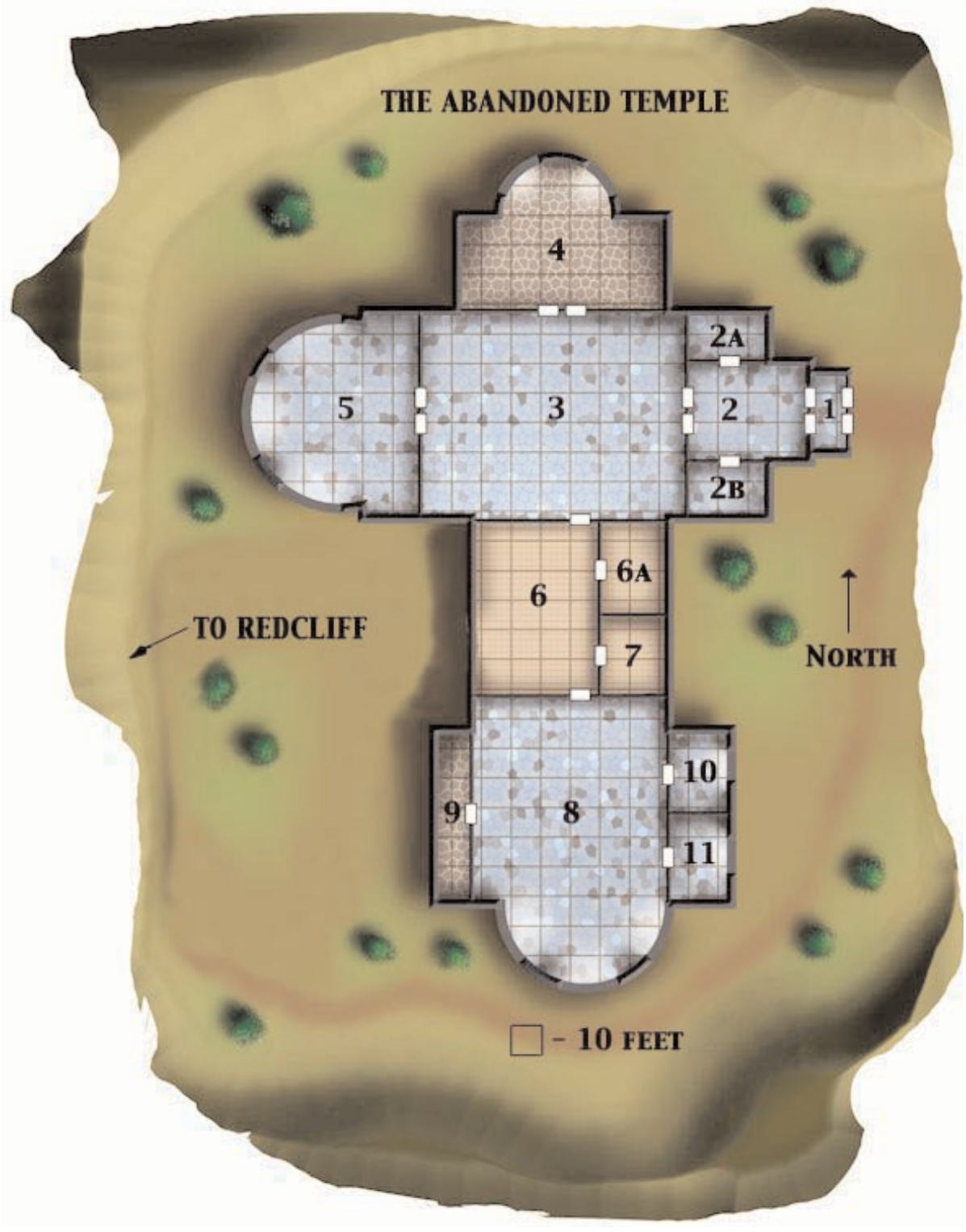
ENTERING THE TEMPLE

Read or paraphrase the following aloud when the characters near the temple.

> After an hour's hike up the steep outer slope of the extinct volcano, you come to the abandoned temple that the townsfolk mentioned. It's clear that the place hasn't been used for its original purpose in a very long time—weeds and shrubs grow up the sides of the building, and lichen mottles the stone walls. The windows have been secured with solid metal barriers that show signs of a siege.

There is nothing of interest outside the temple. Only one entrance is apparent (see area 1, below).

The windows to the temple were originally equipped with metal shutters that could be lowered to prevent entry by hostile forces in times of war. The



shutters were lowered during the siege some fifty years ago and have since rusted in place. The shuttered windows are placed 20 feet above the ground. One of the panels that leads into the inner sanctum (area 8) is loose enough to admit a Large creature. (This shutter provides Voorix with entry to his laboratory.) A successful Search check (DC 30) reveals that this panel can be moved.

Metal Shutters: 3 in. thick, hardness 10, hp 90, Break DC 30.

1. MAIN DOORS AND ENTRYWAY

Read or paraphrase the following aloud when the characters approach the doors.

> The temple's main doors are cracked and warped from the elements. They stand slightly ajar, allowing easy access into the gloom beyond.

Several broken barricades and wooden posts lie on the floor in the entryway. These items were used to brace the door against the army during the siege of the temple, but they failed to hold.

2. LOBBY

Read or paraphrase the following aloud when the characters get close enough to see into the lobby.

> The double oaken doors open into a room with stone floor. Aging and cracked ceramic symbols of Heironeous hang on the walls.

The set of double doors that leads into the worship area is protected by a *glyph of warding* (see area 3, below).

2A. STOREROOM

The door that once secured this room was broken open during the battle. Read or paraphrase the following aloud when anyone looks into this area.

> The door to this room hangs in broken pieces on its hinges. Beyond it lie weapons, shields, and assorted debris, as well as several bleeding corpses in battered armor. It looks like they died defending this chamber.

This room served as the storage area for extra weapons, arrows, crossbow bolts, and shields for the temple's defenders. Most of these weapons are now rusted or damaged beyond repair, although a successful Search check (DC 20) reveals a masterwork shortbow and a quiver containing three *+1 arrows* buried beneath the rusted melee weapons. The corpses are illusions.

2B. EMPTY ROOM

The door to this room is intact and unlocked. Read or paraphrase the following if the characters open it.

> This room is empty except for rodent droppings on the floor and a broken chair in the corner.

3. WORSHIP AREA (EL 9)

The double doors that lead into this room from area 2 are protected by a *glyph of warding*. It is triggered when anyone who is not a worshiper of Heironeous opens or touches the door. Though it would seem that such a trap might deter visitors and would-be converts, this protective device did not pose a problem in the temple's heyday, when a worshiper could hold the door open to admit visitors of whom he or she approved.

Voorix knows about the *glyph* and its triggering conditions from Andalor's mind. He has also passed along this information to the janni.

***Glyph of Warding* Trap:** CR 4; spell; spell trigger, no reset; spell effect (*glyph of warding* [blast], 5-foot radius, 3d8 sonic, Reflex save [DC 16] half); Search (DC 28); Disable Device (DC 28).

Read or paraphrase the following aloud when the PCs look inside the room.

> This huge room must have been the main area of worship for the commoners who came to visit the temple. A few pews still stand upright, but most have been overturned or destroyed. Several armor-clad corpses, peppered with arrows, are sprawled out around the room, bearing witness to a vicious attack. At the back of the room stands a towering statue of Heironeous behind an altar. The statue's surface is cracked and pitted, as though it had been the target of weapon attacks.

This chamber is the haunting ground of ten shadows—all that remain of a few members of the invasion force. These creatures attempt to remain hidden in the darkness as the PCs enter, but they attack anyone who comes within 10 feet of the statue. The corpses are part of the temple's illusionary effect.

Shadows (10): hp 30, 27, 27, 24, 23, 19, 19, 19, 18, 18; see *Monster Manual*, page 161.

Tactics: The shadows surround the PCs if possible. Five shadows attack the first round; the rest attack the second round. If pressed, some of the shadows hide inside the statue, striking out at anyone close by.

4. LIBRARY

The doors to this chamber are stuck shut. Forcing them open requires a successful Strength check (DC 20). Read or paraphrase the following aloud when the characters get them open.

Row after row of bookshelves once stood in this room, but most of them toppled over long ago, showering the floor with books, scrolls, and papers. Time, weather, and humidity have not been kind to these documents—most have either moldered or dried out.

This chamber was the repository for all the temple's books, scrolls, and other documents. A successful Search check (DC 20) reveals several tomes that may prove useful and interesting. Anyone who reads the entire set gains a +2 circumstance bonus on Knowledge (religion) checks pertaining to Heironeous and his dogma.

5. SHRINE

Read or paraphrase the following aloud when he characters open the doors to this room.

This room is dominated by a massive statue of Heironeous in armor. The statue once held a longsword aloft in one hand, but that arm now lies broken on the floor.

Other than the statue, there is nothing of value in the room.

Protective Statue: The statue constantly radiates a *magic circle against evil* effect.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *magic circle against evil*; *Market Price:* 15,000 gp; *Weight:* 1,600 lb.

6. DINING AREA AND COMMON ROOM (EL 4)

This chamber was the main gathering area for the temple's clerics. Read or paraphrase the following aloud when the characters look inside.

A few overturned tables and chairs lie scattered about this room. The walls are adorned with the symbol of Heironeous.

The janni who has been watching the PCs attacks them as soon as they enter this room.

Janni: hp 45; see *Monster Manual*, page 94.

Tactics: The janni takes flight, then uses arrows from his longbow to soften up his targets. After a round or two of bowfire, he uses his *enlarge* ability to grow in size before attacking with his scimitar. Because he is bound to Voorix, the janni must fight to the death, even if it is clear that he is losing.

6A. BODY ROOM

The bodies of those who fell early in the conflict with the disguised yak folk army were placed in this chamber to await burial. After their burial, their images reappeared here, as part of the temple's illusionary effect.

At least twenty corpses, some dressed in clerical robes and others in armor, lie in this chamber. They are placed haphazardly, as though for short-term safety.

A successful Search check (DC 20) reveals a *+1 dagger* and a small pouch containing 50 gp, both stuck in crevices in the floor and masked by the illusion.

7. KITCHEN

The kitchen remains as it was after the battle that closed the temple. Read or paraphrase the following aloud when the characters arrive.

This chamber was obviously the kitchen and food storage area for the temple. Everything in the room has been damaged beyond repair. A corpse in priestly robes lies sprawled out on a table—a knife between its ribs.

There is nothing of value within this room. The corpse is part of the temple's illusionary effect.

8. INNER SANCTUM (EL 12)

This chamber is where Voorix has taken up residence. Read or paraphrase the following aloud when the PCs look inside.

This room is furnished with several tables and chairs, all of which are intact and upright. A statue of Heironeous stands in one corner, but its face has been smashed with some sort of blunt weapon. Several symbols of Heironeous, all scarred and desecrated, lie scattered about the floor.

This is the room that Voorix has claimed as his own, and he is here when the PCs enter the temple. Save for area 10, he does not venture into the other parts of the temple, and he has used his rebuke ability to keep the shadows from entering this room. Over time, they have learned to stay clear of him.

Voorix: Male yak folk Clr 3/Sor 4; CR 11; Large monstrous humanoid; HD 5d8+10 plus 3d8+6 plus 4d4+8; hp 70; Init +4; Spd 30 ft.; AC 18, touch 9, flat-footed 18; Atk +13/+8 melee (1d6+6, *staff of charming*),

or +13/+8 melee (2d4+7/18–20, +1 *falchion*); Face/Reach 5 ft. by 5 ft./10 ft.; SA *body meld*, rebuke undead 9/day; SQ command genie, darkvision 60 ft., familiar benefits, rat familiar, use staff; AL NE; SV Fort +9, Ref +6, Will +16; Str 18, Dex 11, Con 15, Int 14, Wis 16, Cha 15.

Skills and Feats: Concentration +10, Disguise +10, Heal +7, Hide –4, Innuendo +9, Knowledge (arcana) +17, Knowledge (religion) +5, Listen +5, Scry +6, Spellcraft +8, Spot +5, Use Magic Device +10; Alertness, Combat Casting, Extra Turning, Improved Initiative, Iron Will, Power Attack, Weapon Focus (quarterstaff).

***Body Meld* (Sp):** Once per day, Voorix can merge his body with that of a humanoid or giant of Small to Large size. Except where noted here, this power functions like a *magic jar* spell heightened to 9th-level (caster level 20th; Will DC 21 negates). To use this ability, he must touch the intend target without interruption for 20 minutes. At the end of this period, the target must make a Will save to remain conscious. On a failed save, the host's mind becomes unconscious and Voorix assumes control. There is no *magic jar* per se—Voorix physically merges his body with the victim's body without the use of an intermediate vessel. *Body meld* lasts until dispelled or dismissed. The process works only on humans, elves, dwarves, half-orcs, and any creature of the giant type. Voorix shares all the victim's knowledge, memories, skills, feats, and extraordinary abilities, but none of its spell-like or supernatural abilities. Voorix retains all of his own supernatural and spell-like abilities. The merging does not shed a magical aura, but a *true seeing* spell reveals the victim's dual nature. If the host body is slain, Voorix dies with it. Separating the two bodies takes half as long as melding (10 minutes). The host regains consciousness 1d6 minutes after the separation is complete. Only characters who know the victim personally have any chance to realize something is wrong, by making a successful Spot check opposed by Voorix's Disguise check.

Command Genie (Su): Once per day, Voorix can summon and command a janni of evil alignment, but he can never have more than one janni under his control at one time. The janni is bound to serve until the second sunrise after summoning.

Familiar Benefits: Voorix's rat familiar Eek grants him the benefits of the Alertness feat when she is within 5 feet of him. She also grants him a +2 bonus on Fortitude saves (already figured into the statistics above). In addition, Voorix gains the following benefits from Eek.

Empathic Link: Voorix can communicate telepathically with Eek at a distance of up to 1 mile. He has the same connection to an item or a place that Eek does.

Share Spells: Voorix may have any spell he casts on himself also affect Eek if the latter is within 5 feet at the time. Voorix may also cast a spell with a target of "You" on Eek.

Touch Spells: Eek can deliver touch spells for Voorix.

Use Staff (Ex): Voorix can use any magic staff. This ability is similar to the Use Magic Device skill except that it applies only to staffs and Voorix does not require a skill check.

Cleric Spells Prepared (4/4/3; save DC 13 + spell level): 0—*detect magic, read magic, resistance, virtue;* 1st—*divine favor, cure light wounds, invisibility to undead, protection from good**; 2nd—*bull's strength, hold person* (2).

*Domain spell. Deity: Hextor. Domains: Destruction (smite 1/day), Evil (cast evil spells at +1 caster level).

Sorcerer Spells Known (6/7/4; save DC 12 + spell level): 0—*daze, flare, ghost sound, mage hand, prestidigitation, ray of frost;* 1st—*burning hands, expeditious retreat, magic missile;* 2nd—*protection from arrows.*

Possessions: +1 falchion, staff of charming, bracers of armor +2, wand of magic missile (caster level 1st), *potion of Charisma* (2), *potion of invisibility* (2), *potion of spider climb,* scroll of *flaming sphere* (2), scroll of *Melf's acid arrow,* scroll of *blur,* scroll of *color spray.*

Eek: Female rat familiar; CR —; Tiny magical beast; HD 1/4 d8 (effective 11d8); hp 35; Init +2; Spd 15 ft., climb 15 ft.; AC 16, touch 14, flat-footed 14; Atk +13 melee (1d3–4, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ improved evasion, low-light vision, scent; AL NE; SV Fort +5, Ref +8, Will +12; Str 2, Dex 15, Con 10, Int 7, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Concentration +8, Disguise +4, Heal +5, Hide +18, Move Silently +10, Scry +2; Weapon Finesse (bite).

Improved Evasion (Ex): If Eek is subjected to an attack that normally allows a Reflex saving throw for half damage, she takes no damage if she makes a successful saving throw and half damage even if the saving throw fails.

Scent (Ex): Eek can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Andalor: Male human Ftr 5/Clr 4; CR 9; Medium-size humanoid; HD 5d10+10 plus 4d8+8; hp 63; Init +4; Spd 30 ft.; AC 20, touch 11, flat-footed 20; Atk +12/+7 melee (1d8+5/19–20, +1 *longsword*), or +10/+5 ranged (1d6/×3, masterwork composite shortbow with masterwork arrows); SA turn undead 9/day; AL LG; SV Fort +12, Ref +2, Will +7; Str 14, Dex 10, Con 14, Int 11, Wis 15, Cha 14.

Skills and Feats: Climb +4, Concentration +4, Diplomacy +4, Handle Animal +7, Heal +5, Jump +4, Knowledge (arcana) +2, Knowledge (religion) +3, Listen +4, Ride (horse) +6, Spot +4, Swim +5; Alertness, Cleave, Extra Turning, Great Fortitude, Improved Initiative, Power Attack, Sunder, Weapon Focus (longsword), Weapon Specialization (longsword).

Cleric Spells Prepared (5/5/4; save DC 12 + spell level): 0—*detect magic, guidance, light, purify food and drink, resistance;* 1st—*bless, divine favor, magic weapon*, remove fear, shield of faith;* 2nd—*bull's strength, hold person, shield other, spiritual weapon**.

*Domain spell. Deity: Heironeous. Domains: Law (cast law spells at +1 caster level), War (Martial Weapon Proficiency and Weapon Focus with longsword).

Possessions: +1 breastplate, +1 large steel shield, +1 longsword, masterwork mighty (+2 Str bonus) composite shortbow, 15 masterwork arrows, *ring of protection +1, necklace of prayer beads* (blessing), *brooch of shielding, potion of lesser restoration, potion of Wisdom, potion of haste,* scroll of *magic weapon* (2), scroll of *flame blade.*

Tactics: Since the janni informed Voorix the instant that the party arrived, the yak folk knows he is under siege. His first action when the party enters the temple is to exit Andalor's body, a process that requires 10 minutes. Then Voorix uses his *staff of charming* to cast *charm monster* on Andalor when the latter wakes up 1d6 minutes later. The yak folk uses the *charm* effect to convince Andalor that assassins came to Redcliff to slay its mayor, and that he, Voorix, saved Andalor by spiriting him up here to the temple. Now the assassins have followed them here, and Voorix has been weakened by his efforts, so Andalor must defend them both.

As soon as the PCs begin fighting the janni, Voorix drinks his *potion of spider climb* and *potion of invisibility,* then casts *resistance, virtue, protection from good, divine favor,* and *bull's strength* on himself, in that order. He then turns invisible and climbs the wall. When the PCs arrive, Andalor closes in to melee while Voorix attacks with ranged spells. If he has not yet been spotted when he runs out of those, he uses his staff to *charm* a PC, hoping to lure him or her away from the group so that he can use his *body meld* ability undisturbed. If he succeeds in merging with the PC, he returns to the group later as the character, claiming that he was pursuing "the beast," but it got away. He stays in the PC's body as long as possible. If at any time the characters are weak enough that he thinks he could take them on and win, he attacks.

If the *charm* effect on Andalor is dispelled, he does nothing except defend himself while he assesses the situation. He takes neither side unless the PCs can convince him (with a successful Diplomacy check) to fight the yak folk.

9. ARMORY

Read or paraphrase the following aloud when the PCs look into this chamber.

> The lock that once secured this door has been smashed open. Inside are the remains of the temple's armory. The room has been looted, though a few items remain.

Five minutes of searching (no check required) reveals three masterwork longswords, a *+1 shortbow,* twelve *+1 arrows,* and a set of *bracers of archery.*

10. SLEEPING QUARTERS

Voorix has been using this area as his bedchamber. Read or paraphrase the following aloud when the characters arrive.

> This room looks like it's been inhabited recently. It is furnished with a large bed, a chest, and a table covered with maps and books. Unlike most of the furnishings elsewhere in the building, these have no dust.

Voorix gathered up the finest bedding in the temple (which is not much) for his bedchamber. A successful Search check (DC 15) reveals a bag of gold and gems worth 900 gp, a *+2 longsword,* and a prayer book of Hextor. Anyone reading the book gains a +1 circumstance bonus on Knowledge (religion) checks pertaining to Hextor and his dogma.

11. EMPTY ROOM

Read or paraphrase the following aloud when the PCs look into this room.

> This room is empty except for some rags and an armored corpse.

The corpse is part of the temple's illusionary effect.

CONCLUSION

Voorix fights fiercely, but if things go poorly for him, he flees the temple, making his way out through the iron shutter that he pried loose to gain access in the

first place. He makes his way back toward his mountain home, doing his best to avoid any pursuit in the process.

If caught, Voorix fights to the death and refuses to surrender. If captured alive, he will reveal the location of his home city and the plans its elders have for expansion only through torture or magical coercion.

FURTHER ADVENTURES

If Andalor survives, he is very grateful to the PCs for rescuing him once the situation is explained. He asks them to help him clean out the temple and dispel the illusions so that the structure may be rededicated to Heironeous and used as a fortress to shelter the townsfolk from any further attacks. Andalor feels that he personally failed to defend it years ago and wants to redeem himself in the eyes of his deity.

The yak folk who sent Voorix to scout this area for invasion are still interested in taking over this area. If the PCs learn of his mission by interrogating him, they may want to take the battle to the yak folk, or at least take steps to ensure the future safety of Redcliff and its environs. If they do not act, the yak folk send two more scouts to the area when Voorix fails to return. Once they receive a favorable report, they launch a full-scale invasion.

ABOUT THE AUTHOR

Eric Cagle is a freelance game designer, previously associated with Wizards of the Coast's RPG R&D department. Recent credits include the *Arms and Equipment Guide*, *Fiend Folio*, design work for the *Star Wars® Roleplaying Game*, and the *Urban Arcana* setting for the *d20 Modern Roleplaying Game*. He's a frequent contributor to both Dragon® magazine and the Dungeons & Dragons website.